

Starter unit

Hi! Hello!

LESSON 1: Sing and learn

Materials

- **Flashcards:**
 Hippo
 Monkey
 Dog
 Cat
- CD and player
- The Hippo puppet
- A bag

Main language

hippo, monkey, dog, cat, hi, hello, goodbye, see you soon

Revised language

hippo, monkey, dog, cat, hello, goodbye



Song texts

*Hi! Hello!
 Let's sing today!
 Hi! Hi! Hi! Hello!
 Sing and play.
 Sing and play.*

*Goodbye, goodbye,
 See you soon.
 Goodbye, goodbye, goodbye!
 Goodbye, goodbye,
 See you soon.
 Goodbye, goodbye, goodbye!*

Hi! Hello! song time presentation

Sit in a circle with the children. Point to the bag and say *Children, can you remember who's in the bag?* Elicit *Hippo*. Peep inside the bag and say very quietly *Oh, dear! Hippo is asleep. Let's wake Hippo up. Hippo! Hippo! Hippo!* Encourage the children to join in. Look inside the bag again. Say *Oh, dear! Hippo is still asleep. Hippo! Hippo! Hippo!* Look inside the bag. Smile and say *Hippo is awake. Bring Hippo out of the bag. Say Hi! Hello, Hippo!* Make Hippo say *Hi! Hello!* to the children and encourage them to say *Hi! Hello!* Hippo whispers in your ear. Say *Hippo is very happy to see you all again. Hippo wants to sing. Let's sing today! Let's sing and play!*

Hi! Hello! song time

Stand and sing the *Hi! Hello!* song (track 02). Keep Hippo on your hand so that she can join in too. Wave hello to the children every time you sing *Hi!* or *Hello!* For the rest of the song, march around the classroom in a circle and encourage the children to join in. Sing the song again and encourage the children to join in.

Talk time

Sit down in the circle again with the children. Hippo whispers in your ear. Say *What's in the bag, Hippo?* Hippo brings out the flashcards of Hippo, Monkey, Dog and Cat. Look very pleased and say *Oh, thank you, Hippo! Thank you.* Show the flashcards to the children and elicit the vocabulary. Lay the flashcards on the floor face up. Point to each one and say *Hi, Monkey! Hello, Dog! Hi, Cat! Hello, Hippo!* Repeat and encourage the children to join in. Then gather the flashcards up. Show each flashcard to the children again, saying *Hi, Hippo! Hi, Monkey! Hi, Dog! Hi, Cat!* Shuffle the cards and quickly show them to the children again. Elicit *Hi, Hippo! Hi, Monkey!* etc.

Goodbye song time presentation

Hippo whispers in your ear. Say *It's time to say goodbye now. Goodbye, Hippo. See you soon! Goodbye, Hippo. See you soon!* Encourage the children to join in with *See you soon!* Make Hippo say *Goodbye. See you soon!* as you put her back in the bag along with the flashcards.

Goodbye song time

Sing the *Goodbye* song (track 03) and wave goodbye to the children throughout. Sing it again and encourage the children to join in. At the end, say *Goodbye, children. See you soon!*

Extra activities

- 1. Game** Put the flashcards of the four characters around the classroom in places where the children can see them. Stand in single file and start walking round the room. Every time you come across a flashcard of one of the characters, stop and say *Hi ...* and the name of the character. Alternatively, you could do this with some of the children in the class. Stand five or six children around the classroom. You and the rest of the class walk in single file. Every time you pass a child, you all say *Hi, (Juan)! or Hello, (Miguel)!*
- 2. Game** Follow the same procedure as above, but this time say *Goodbye. See you soon!*

Starter unit

Hi! Hello!

LESSON 2: Do and learn

Materials

- CD and player
- The Hippo puppet
- A bag
- Pupil's Book page 5 and stickers for each child

Extra materials

1. Flashcards:
Hippo, Monkey,
Dog, Cat

Main language

hippo, monkey, dog, cat, hi, hello, goodbye, see you soon

Revised language

hippo, monkey, dog, cat, hello, goodbye



Hello time

Point to the bag and say *Who's in the bag?* Elicit *Hippo*. Encourage the children to say *Hi, Hippo!* or *Hello, Hippo!* Bring Hippo out of the bag and greet the children with Hippo. Sing the *Hi! Hello!* song (track 02) and encourage the children to join in.

Worksheet presentation

Show the children Pupil's Book page 5. Point to Hippo in the garden and say *Where are Monkey, Dog and Cat?* Show the children the stickers of the characters and elicit their names. Say *Use the stickers. Stick Monkey, Dog and Cat onto the worksheet.*

Move to the tables

Point to five children and say *Hi!* The children respond *Hi!* Say *Good. Go to your table, please.* Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets. Say *Use the stickers.*

Table time

The  symbol shows that this activity is an opportunity for evaluation (see Introduction page 10).

The children stick the character stickers onto the worksheet. As a child finishes, encourage him/her to point to the characters as you name them.

Goodbye time

Say *It's time to say goodbye. Goodbye, Hippo. See you soon! Goodbye, Hippo. See you soon!* Encourage the children to join in with *See you soon!* Make Hippo say *Goodbye. See you soon!* as you put her back in the bag. Sing the *Goodbye* song (track 03) and wave goodbye to the children throughout. Sing it again and encourage the children to join in. At the end, say *Goodbye, children. See you soon!*

Extra activities

1. Game For this game, you will need the flashcards of Hippo, Monkey, Dog and Cat. Lay the flashcards on the floor face up. Point to one of the flashcards and say *Hi, ...* and the name of the flashcard. Point to another and say *See you soon, ...* and turn this flashcard face down. Ask a volunteer to say *Hi* or *See you soon* to one of the flashcards. If the child says *See you soon*, turn the flashcard face down. If a child says *Hi* to one of the flashcards which is face down, turn it face up again. Give every child the chance to participate.

2. Song activity Sing the *Hi! Hello!* and *Goodbye* songs again. This time divide the class into two groups so that one group sings the *Hi!* part and the other group sings the *Hello!* part. Do the same with the *Goodbye* song. One group sings *Goodbye* and the other sings *See you soon!*

Unit 1 School

LESSON 1: Sing and learn

Materials

- **Flashcards:**
 school
 bag
 pencils
 crayons
 book
 Numbers 1–10
- CD and player
- The Hippo puppet
- A bag
- Pupil's Book page 7 and stickers for each child

Extra materials

1. Ten books, ten pencils, ten crayons, ten bags
2. A bag, a pencil, a crayon and a book for each child

Main language

school, bag, pencils, crayons, book

Revised language

Numbers 1–10, pencils, crayons, book



Song text

*I want to be world class,
 I want to be world class.
 I want to be cool, when I go to school,
 I want to be world class.*

*I want to be world class,
 I want to be world class.
 I can say hello, wherever I go,
 I want to be world class.*

*I want to be world class,
 I want to be world class.
 I can talk to you, whatever I do,
 I want to be world class.*

*I want to be world class,
 I want to be world class.
 So come along, sing the song,
 I want to be world class.*

Hello time

Sing the *Hi! Hello!* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Vocabulary and song time presentation

Greet the children with the puppet. Point to the bag and say *What's in the bag?* Elicit suggestions. Use the puppet to bring out the flashcards of the school vocabulary and to present them to the children. Hold each flashcard up and say the name of the item on the flashcard. Alternatively, you may wish to use real classroom objects. Bring the flashcards of the numbers 1–10 out of the bag to revise with the children. Briefly explain in mother tongue the concept of *world class*. You may wish to refer to famous sports personalities or football teams in order to do this. To explain the concept of *cool*, you may wish to refer to a 'cool' personality of the moment.

Song time

Sing the *I want to be world class* song (track 04). Every time you sing *I want to be world class*, raise your arm and punch the sky in a triumphant manner. Every time you sing *I want to be cool*, put your two thumbs in the air. Sing the song again and encourage the children to join in with the actions.

Worksheet presentation

Show the children Pupil's Book page 7. Point to each of the characters and name them. Point to the stickers of the bag, pencils, crayons and book and elicit the vocabulary. Point to Hippo sitting at the table and say *Bag, pencils, crayons or book?* Elicit *crayons*. Explain that they should stick the stickers in the appropriate place on the worksheet. Say *Use the stickers*.

Move to the tables

Point to and count five children. Say *Be a pencil*. The children stand up straight and tall like

pencils. Say *Good. Go to your table, please*. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets. Say *Use the stickers*.

Table time

The children stick the stickers in the appropriate places on the worksheet. As a child finishes, say *Point to the crayons* etc.

Goodbye time

Say *It's time to say goodbye*. Sing the *Goodbye* song (track 03) and encourage the children to join in.

Extra activities

- 1. Game** Sit in a circle with the children. Divide the class into two teams. The two teams sit opposite each other in the circle. In the middle of the circle, put ten books, ten pencils, ten crayons and, if possible, ten bags. Say to Team 1 *Give me three pencils, please*. One member of the team comes out and gives you three pencils. If they do this correctly, they win a point for their team. Put the pencils back in the centre of the circle and say to Team 2 *Give me five crayons, please*. One member of the team comes out and gives you five crayons. If they do this correctly, they win a point for their team. Repeat until all of the team members have had a turn. The winning team is the team with the most points.
- 2. Game** The children sit at the tables. In front of them they each have a bag, a pencil, a crayon and a book. Say *Pencils* and the children must very quickly hold up their pencils. Repeat with *Crayon, Bag* and *Book*. Once the children understand the game, you may wish to make it eliminatory. The last child to hold up the item is 'out' and comes to the front with you, to help you to spot the last one to hold up the next item. The winner is the child who is left at the tables.

Unit 1 School

LESSON 2: Listen and learn

Materials

- **Flashcards:**
 - school
 - bag
 - pencils
 - crayons
 - book
 - Numbers 1–10
- CD and player
- The Hippo puppet
- A bag
- Story poster 1
- Some crayons

Extra materials

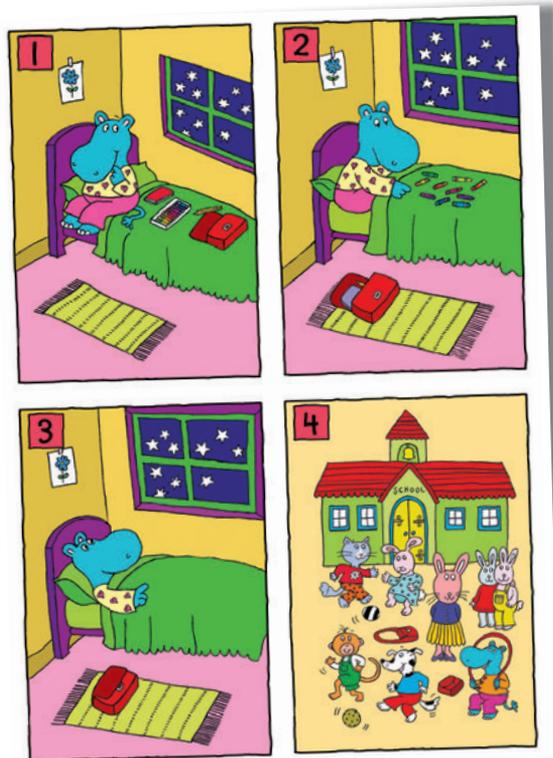
2. Copies of the template on page 122, crayons, scissors, card, glue, string or wool, sticky tape

Main language

school, bag, pencils, crayons, book

Revised language

Numbers 1–10, pencils, crayons, book



Hello time

Sing the *Hi! Hello!* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Story time presentation

Greet the children with the puppet. Use the puppet to bring the flashcards out of the bag and to revise the vocabulary. Move the puppet so that it looks as if she is whispering in your ear. Look inside the bag again. Bring the crayons out of the bag. Say *Ah, Hippo has a story about school!* Say *Listen* (point to your ears). Say *Look* (point to your eyes). *Are you ready? Good.*



Story time

Tell the story or play the CD (track 05). As the children listen, point to the corresponding pictures on Story poster 1.

1

The holidays have finished and tomorrow Hippo is going to school. Hippo is very excited. She says, 'I have my bag and my pencil and my crayons and my book. Now I can go to sleep.' But can Hippo sleep?

2

No, Hippo can't sleep. Hippo counts her crayons again: '1, 2, 3, 4, 5, 6, 7, 8, 9, 10.' But can Hippo sleep?

3

No, Hippo can't sleep. Hippo looks out at the stars. She counts the stars: '1, 2, 3, 4, 5, 6, 7, 8, 9, 10 ...'. At last, Hippo goes to sleep.

4

In the morning, Hippo goes to school and sees all her friends and her teacher. She is very, very happy.

Story time activity

Say *Who wants to be Hippo, Monkey, Dog and Cat? Who wants to be the teacher?* Five volunteers come to the front. If you wish, invite another ten volunteers to be the ten crayons. Tell the story or play the CD track 05 again. The five volunteers act out the parts of Hippo, Monkey, Dog, Cat and the teacher. Repeat with another five volunteers.

Song time revision

Sing the *I want to be world class* song (track 04) again.

Goodbye time

Say *It's time to say goodbye*. Sing the *Goodbye* song (track 03) and encourage the children to join in.

Extra activities

1. Game The children sit in a circle. One child walks round the outside of the circle, touching the shoulders of each child as he/she passes. As the child touches another child, he/she says *Bag, Pencils, Crayons, Book or School*. The rest of the class must listen very carefully. When the child says *School*, the child who has been touched on the shoulder must stand up and walk quickly round the outside of the circle and try to get back to the empty place before the child who touched him/her does. The child who is left without a place is the next child to walk round the outside of the circle.

2. Craft Give each child a copy of the template on page 122 of the Teacher's Book. The children colour and cut out the world class medallion. They glue the paper medallion to a piece of card and attach a piece of string or wool with sticky tape to the back. Alternatively, photocopy the template directly onto card and make the hole with a hole punch. The children can wear the medallions as they sing the song again and then take them home.

Unit 1 School

LESSON 3: Do and learn

Materials

- **Flashcards:**
school bag
bag
pencils
crayons
book
Numbers 1–10
- CD and player
- The Hippo puppet
- A bag
- Story poster 1
- Pupil's Book page 9 and a pencil for each child

Extra materials

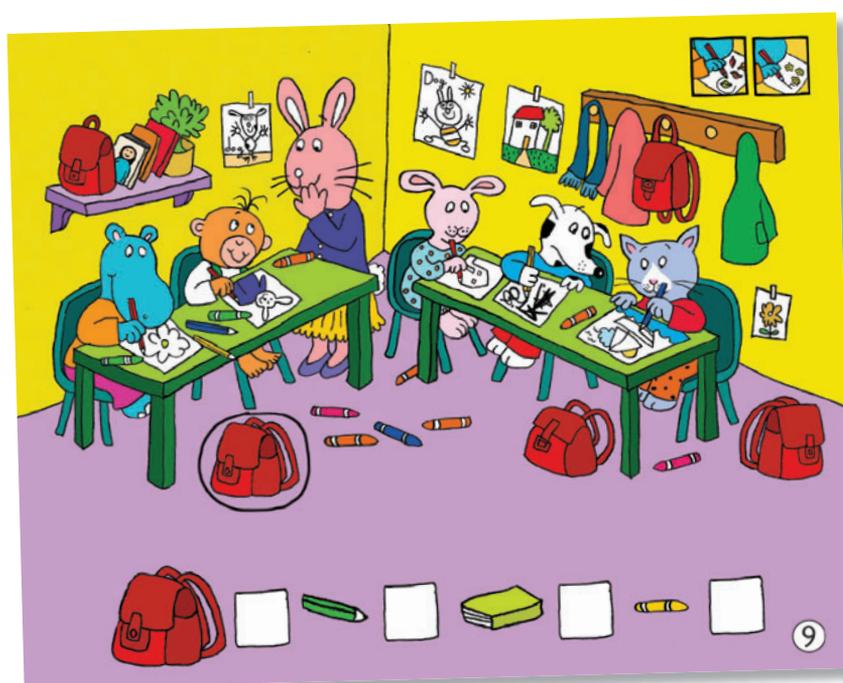
1. A Copy of the template on page 123 and a dice for each team of five
2. A bag, pencils, crayons and books

Main language

jump, clap, nod my head, hands, feet

Revised language

hippo, monkey, dog, cat



Hello time

Sing the *Hi! Hello!* song (track 02) to start the lesson. If you wish, use some of the assembly ideas outlined in the Introduction to the Teacher's Book (page 12).

Song time revision

Greet the children with the puppet. Use her to bring the flashcards out of the bag. Elicit the vocabulary. Sing the *I want to be world class* song (track 04) again.

Story time revision

Using the story poster, retell the story. Pause to elicit the numbers one to ten. Choose five volunteers to come out to the front and act out the story, as they did in Lesson 2, while they hear the story again. Encourage the rest of the class to join in with the words they know.

Worksheet presentation

Show the children Pupil's Book page 9. Point to the picture and ask *Where are they?* to elicit *School*. Point to the classroom items in the picture to elicit *Bag, Pencil, Crayon* and *Book*. Say *How many bags?* and count the bags with the children to elicit *Five*. Point to the small picture of the bag and the tick box at the bottom of the page and say *Circle and write the numbers*.

Move to the tables

Point to and count five children. Say *Help me count to ten*. Start counting to ten and encourage the children to join in with you. Say *Good. Go to your table, please*. Repeat the procedure until all of the children are sitting at the tables. Hand out the worksheets. Say *Circle and write the numbers*.

Table time

The children count the classroom items and write the numbers in the boxes. As a child finishes, encourage him/her to count the classroom items with you.

Answers: 5 bags, 7 pencils, 3 books, 10 crayons.

Goodbye time

Say *It's time to say goodbye*. Sing the *Goodbye* song (track 03) and encourage the children to join in.

Extra activities

1. Game Divide the class into teams of five. For each team of five, you will need a copy of the template on page 123 of the Teacher's Book and a dice. Before the lesson, cut out the picture cards on the template so that there are 20 picture cards – five of each classroom item – for each team of five. The cards should be shuffled and placed face down in a pile in the middle of the table. Explain that the object of the game is to get to school. In order to get to school, each child must collect one bag, one pencil, one crayon and one book. Each child must take turns to throw the dice. He/She then counts out the cards face down. So, for example, if the child throws a four, he/she counts out four cards face down, turning over the fourth. He/She keeps the fourth card. As the game progresses, a child may turn over a card he/she already has. He/She must simply place the card at the bottom of the pile and pass the dice to the next child. The first child to get the four items is the winner.

2. Game Before the class, gather some pencils, crayons and books and place them in a bag. Make sure that there are enough items for the children to have one each and that there are approximately the same number of each item. Invite the children to place their hands in the bag without looking and to take out one item. As they do so, encourage them to tell you what it is. When all of the children have chosen an item, say *Pencils, stand up*. Only those children who have a pencil should stand up. Repeat the procedure, using different instructions and different items. The winning team is the one that responds the most quickly throughout the game.